Poor Gamer's Almanac™

Vol. III - Issue 9
October 2006

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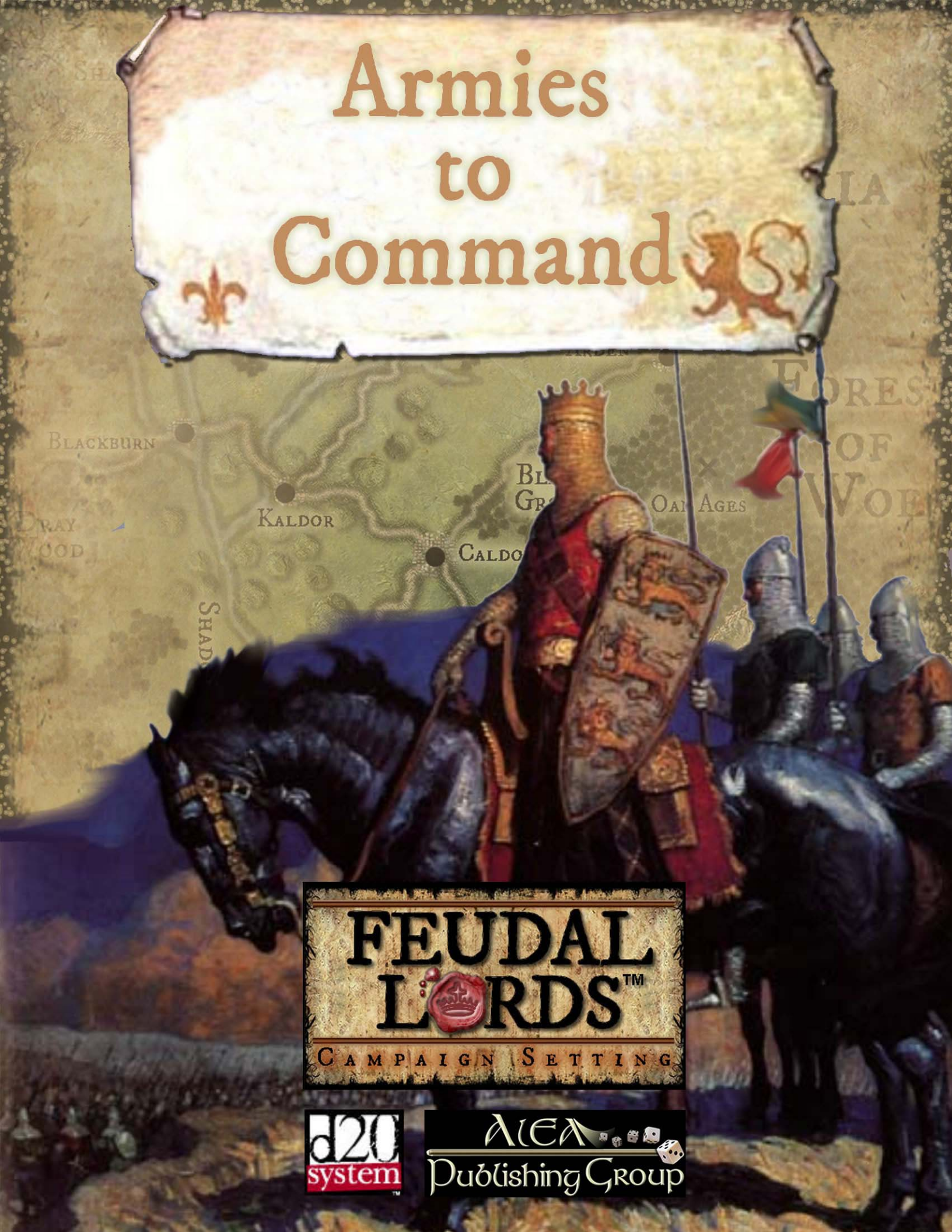

Feudal Lords™

Campaign Setting

d20 system

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Publisher:
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Editor:
Cameron Guill

Art Director:
Joshua Raynack

Creative Director:
Ryan Rawls

Contributing Artists:
Denise Garner (Cover)
James Gabrielsen
Joshua Raynack

Contributing Writers:
James Gabrielsen
Joshua Raynack

Alea Publishing Group
Augusta, GA

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This month's cover art is done by Denise Garner. Visit her website at www.towerwindow.com/index.htm.

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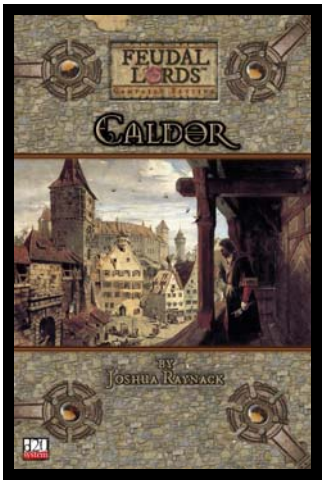

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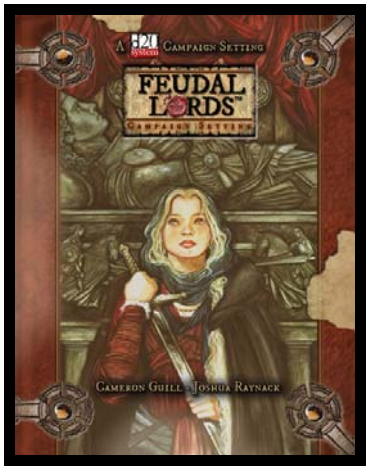

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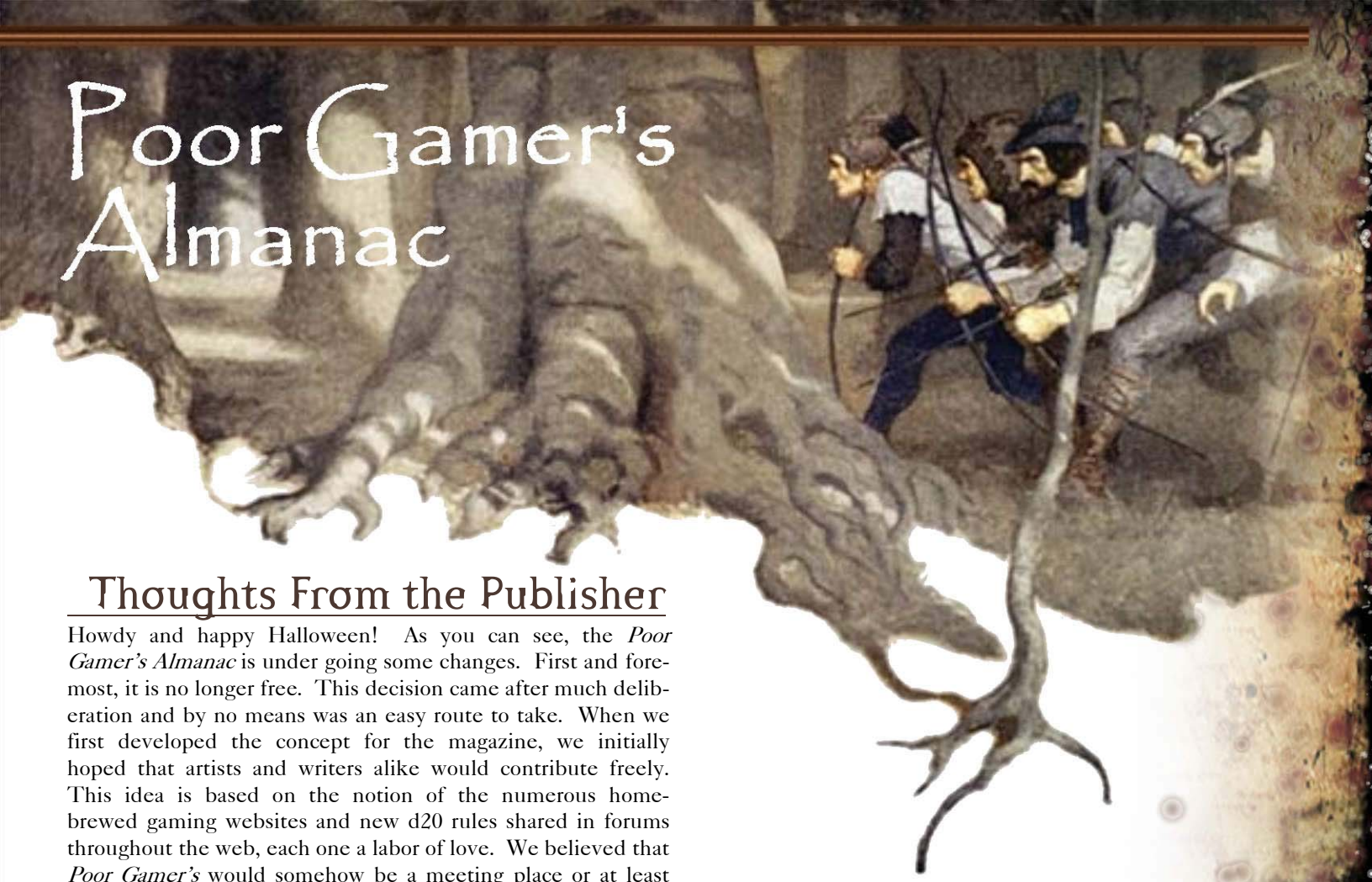
Poor Gamer's Almanac



Thoughts From the Publisher

Howdy and happy Halloween! As you can see, the *Poor Gamer's Almanac* is under going some changes. First and foremost, it is no longer free. This decision came after much deliberation and by no means was an easy route to take. When we first developed the concept for the magazine, we initially hoped that artists and writers alike would contribute freely. This idea is based on the notion of the numerous home-brewed gaming websites and new d20 rules shared in forums throughout the web, each one a labor of love. We believed that *Poor Gamer's* would somehow be a meeting place or at least gateway into that realm.

However, our initial intentions for the magazine failed since it began to take time away from our other projects. That is not to say people did not contribute (and we thank you for your hard work), but not enough for the magazine to remain free without Alea Publishing Group taking a loss of revenue. So we agreed to charge a fair price, and in turn, we will be able to hire artists and writers to contribute solid work to the magazine that you have come to enjoy.

Secondly, the magazine will be quarterly instead of bi-monthly. This allows us the opportunity to create insightful and well-developed articles and keep pace with our other projects. It also gives us ample time to edit submissions as well as gather more material than before to put into the magazine. We realize that since we are no longer putting the magazine out for free, we will have to make more of an effort to create a magazine worth your hard earned gold pieces. With prices rising on your two most beloved magazines, hopefully we can offer a cheaper alternative.

We hope that these changes will not deter our loyal readers and we wish for your continued support for the *Poor Gamer's Almanac*. Thank you.

Our forum is now open to discuss any article ideas you would like to see grace these e-pages or simply chat with us about any of the articles that have graced past e-pages. The forum is hosted by the leading gaming news site: EnWorld. So click the link **HERE** and chat with us.

—Alea Publishing Group Staff

Help Us Fill This Section

This means you! Let this section grow into a Letters to the Editor section. Do you like what you see? Do you hate what you see? What would you like to see grace these pages? So write our Editor and Public Relations guy, Cameron Guill, at:

pga@aleapublishing.com

Table PGA9-1: The Feral Knight **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Heraldry Bonus	Special	Spells per Day
1st	+0	+2	+2	+0	+1	Bestial companion, feral eyes, trophy (ear)	
2nd	+1	+3	+3	+0	+1	1st favored enemy, low-light vision, trophy (eye)	+1 level of existing divine spellcasting class
3rd	+2	+3	+3	+1	+1	Trophy (foot), wilderness warrior (1st terrain)	
4th	+3	+4	+4	+1	+2	Bestial empathy, trophy (skin)	+1 level of existing divine spellcasting class
5th	+3	+4	+4	+1	+2	Trophy (spine), wilderness warrior (2nd terrain)	
6th	+4	+5	+5	+2	+2	2nd favored enemy, trophy (hand)	+1 level of existing divine spellcasting class
7th	+5	+5	+5	+2	+3	Trophy (scalp), wilderness warrior (3rd terrain)	
8th	+6	+6	+6	+2	+3	Nature sense, trophy (bone)	+1 level of existing divine spellcasting class
9th	+6	+6	+6	+3	+3	Trophy (teeth), wilderness warrior (4th terrain)	
10th	+7	+7	+7	+3	+4	3rd favored enemy, trophy (head)	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Swim (Str), Use Rope (Dex), Survival (Wis).

FERAL KNIGHT

"Tread lightly upon my lands for though my manor house crumbles beneath powerful vines and my villages are deserted from fear of the dragon, bestial companions now serve me. I am never alone."

—Dame Eliza, Knight of the Third House of Winsel.

Feral knights are widely known for their abrasive attitude toward the enemies they loathe rather than civil pageantry. While some once belonged to knightly orders, most are minor noble lords living upon the fringes of civilization seeking to protect their land from hated racial enemies. Many in their isolation become unrecognizable to those that knew them before as with each passing moment in the wild, they adopt feral ways akin to beasts of nature. Much less, with their yellowing, boorish eyes and the remains of their hated victims brandished like medals of honor upon their armor, most are never received formally in the house of a lord or lady.

They prefer the outdoors and rugged lands to the bustle and confining city life. They often risk their lives protecting innocents where normal defenders fear to tread and would never venture.

Feral knights frequently build defensive structures and live in terrain that is highly inhospitable, and thrive there. These hardy souls usually choose enemies that torment those who venture into remote areas.

BECOMING A FERAL KNIGHT

Due to the requirements of the class, the straightforward path in becoming a feral knight is by advancement as a ranger. However, it is quite normal to see multiclass ranger/barbarians or ranger/druids becoming feral knights as they too lend themselves to adopting bestial ways to ensure their survival. A rare, but still viable option, is a multiclass ranger/cleric combination. Such characters might be missionaries for their faith eventually attuning themselves to the ways of the wild to survive.

REQUIREMENTS

Base Attack Bonus: +5
Skills: Knowledge (nature) 6 ranks, Survival 6 ranks
Feats: Endurance, Great Fortitude, Self-Sufficient
Special: A character must have one favored enemy from a previous class

CLASS FEATURES

As a feral knight, you gain tremendous abilities to fight against hated racial enemies all the while becoming bestial.

Bestial Companion: Animal companions become more defensive of their master believing them to be part of the brood. A feral knight's animal companion gains a +2 bonus to Strength, Dexterity, and Constitution while within 10 feet + 10 feet per Heraldry bonus of the feral knight.

Feral Eyes (Ex): A feral knight's eyes become yellowish and brutish, almost wolf-like in appearance. A feral knight gains a +3 circumstance modifier to Intimidate checks.

Trophy (Ex): Beginning at 1st level and each additional level thereafter, the feral knight is able to don trophies of his victims onto various pieces of her armor. Each trophy provides a morale bonus equal to the character's Heraldry bonus. The ability to

which the bonus is applied depends upon the type of trophy worn.

For each armor or shield bonus a piece of protection provides, a feral knight may attach a trophy.

For example, Eliza the Fearless, a feral knight, wears a suit of full plate armor, which has an armor bonus of +8; therefore she then can wear eight trophies. If Eliza also carries a large shield (a +2 shield bonus) she may don two additional trophies giving her a total of ten.

All trophies require 15 minutes and a Craft (armorsmithing) check (DC 10 + armor or shield bonus of the armor the trophy is being attached) to don. A feral knight must do this without assistance.

Furthermore, a trophy provides bonuses for the feral knight who fashioned it and no one else. The effects of the trophies also only work against the favored enemy of which they were obtained.

Thus, Eliza bearing a hand trophy of a troll would receive a morale bonus to hit with an unarmed strike against a troll and not one of her other chosen favored enemies. In addition, a feral knight may not wear more than one of a particular type of trophy at any one time. Therefore, Eliza can don an ear trophy and a hand trophy, but not two hand trophies.

A trophy also inflicts a penalty to all Charisma-based skill checks equal to the favored enemy bonus within the presence of that particular race.

Ear: Usually attached to a helm, this trophy provides a morale bonus to Listen checks involving a favored enemy.

Eye: Normally impaled on spiked armor, this trophy provides a morale bonus to Spot checks involving a favored enemy.

Foot: Provides a morale bonus to Move Silently checks against a favored enemy.

Skin: A feral knight covers herself with the skin of her victim providing a morale bonus to armor class against a particular favored enemy.

Spine: A spine of a fallen victim provides damage reduction (favored enemy bonus/-) against a particular favored enemy.

Hand: Grants a feral knight the Improved Unarmed Strike feat. In addition, it provides a morale bonus to hit with an unarmed strike and grapple checks against a favored enemy and is considered magical for the purpose of overcoming damage reduction of a favored enemy .

Scalp: Increases the effective caster level of a spell targeting a particular favored enemy.

Bone: Provides a morale bonus to hit with a melee weapon against a favored enemy. The weapon wielded is considered magical for the purpose of overcoming damage reduction.

Teeth: Provides the feral knight a morale bonus to damage against a particular favored enemy.

Head: Usually draped over the helm, this trophy provides a morale bonus to saving throws that resist spells or spell-like abilities of a particular favored enemy.

Spells per Day/Spells Known: Every other level, beginning at 2nd, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in whatever divine spellcasting class spells before she added the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class, she must decide to which class she adds each level of feral knight for the purpose of determining spells per day.

Favored Enemy (Ex): In addition to those gained from a previous class, the feral knight continues the ability to choose favored enemies. This ability is exactly as the ranger favored enemy class ability found in the *Player's Handbook*.

Low-Light Vision (Ex): Beginning at 2nd level,

Illustrated by Denise Garner

the eyesight of the feral knight becomes keen granting the ability to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

Wilderness Warrior (Ex): A feral knight is able to manipulate her surroundings to gain a combat edge against foes. At every other level, beginning at 3rd, they may choose a new terrain environment which they are familiar. The feral knight receives a bonus to attack rolls within a selected terrain equivalent to her Heraldry bonus. Furthermore, the feral knight gains the benefit of the Alertness feat when in her chosen environment.

The following terrain environments that are available: *aquatic*, *desert*, *forest*, *hills*, *marsh*, *mountains*, *plains*, *and underground*.

Bestial Empathy (Ex): Upon 4th level, the feral knight becomes more attuned to her animal companion. Feral knight class levels are applied to previous levels when determining the abilities of an animal companion. The feral knight's effective druid level is one-half her feral knight level.

Nature Sense (Ex): Reaching 8th level, the feral knight may take 10 on any Knowledge (nature) check even if distracted or threatened, such as during combat.

ROLE-PLAY

Make no mistake, although alone of the fringes of civilization, more than likely, like your animal companion, you too are subservient to a greater lord. That being said, you enjoy more freedom and less scrutiny than those at court having no qualms about being a loose agent.

As a feral knight, you take it upon yourself to battle foes that threaten the prosperity of yours or your lord's lands. With each passing day, however, you become more and more uncouth being consumed by the hunt rather than loyalty to a liege lord. It gives you pleasure to see disgust in your patron's face, when you are summoned forth, as they partake the trophies that cover your armor and shield.

You may also be a feudal lord in your own right with hereditary lands consumed by the ever-powerful force of nature. They may have been a great pride to your ancestors of an early age, but now dwindle on the edge of existence.

COMBAT

It is gravely important to know your enemy. Therefore, take great pains to study the environment in which your foe lives. Use stealth and cunning in planning and carrying out your assault, allowing wisdom to dominate over rage. Though outsiders may see you as a boorish beast, you are actually a natural hunter.

Larger and more dangerous foes, such as dragons, have plenty of minions at their command. It is wise to take them out first, crippling your greater adversary as you go in for the kill. Also, do not hesitate to retreat if the fight goes poorly—you will only learn more from the experience to be better prepared for the next time.

The feral knight is a revised version of the prestige class knight of the wild from *A Question of Honor: A Guidebook to Knights*.

ADVANCEMENT

Company when traversing wild environments is a lonely one at best. Save for those of a like mind, you spend many nights without human contact, therefore learning the laws of the land is usually only successful if garnered through quick wit and experience.

Occasionally, however, you may find teaching from a druid or some deranged ranger who, like you, has spent a long time away from civilization. Such contacts are treasured but brief.

As you advance, choose your favored enemies wisely as well as the terrain in which you learn to fight. Knowledge of the cultures within the territories you roam are your best defense.

RESOURCES

Unless you have a patron to support your campaigns against your hated foes, you must rely solely upon yourself. Very little by way of manufactured goods and material wealth reach the places you travel, therefore you must learn to be self-sufficient. The untamed wilds have plenty of resources to ensure survival.

FERAL KNIGHTS IN TERRA

"None remember the large goblin race that lived within the shadows of mountain peaks. Though some tales of old, like the saga of Hremarch, give vague accounts of their flat noses and hairy, reddish skin, they are probably exaggerated to say the least. But to get a real glance at what these creatures might have once looked like, one must only venture to the capital city of Cthonia where, upon display, is the fabled trophy armor of Hremarch."

—Will the Longshoreman, Bard and Troubadour of Lady Wilcock

The feral knight prestige class enables the Game Master to introduce the concept that the arm of a

feudal lord reaches even the most remote areas.

A feral knight who lives in swampy regions, like the Bog of Bones to the north, might select trolls or black dragons, while a knight traveling the cold climate of the Iron Mountains might hunt and slay yeti or stone giants.

However, in the Hill Lands, more and more orcs are becoming knights of the wild to rid the scourge of man from their lands.

Striking Trophies

Rules for striking individual trophies are found under the *Sundering a Carried or Worn Object* in the combat chapter of the *Player's Handbook*. Follow the normal rules except where noted here.

While worn, a trophy has an AC of 10 + Heraldry bonus + the Dexterity modifier of the feral knight wearing the trophy.

A trophy has a hardness equal to the Heraldry bonus of the feral knight and has hit points equal to her class level.

DAILY LIFE

Feral knights lives their lives like most rangers, which is usually on the move scouting and hunting their mortal enemies. They constantly observe the lay of the land noticing subtle changes often gathering herbs for poultices or spices for trade.

Like most warrior-types, feral knights spend a lot of time training and preparing for possible encounters against their hated foes. They also fill many roles for those in need of mercenary work: guides into the unknown, scouts marking movements of barbaric tribes, advisors for ambassadors wishing to negotiate with encroaching racial enemies, as well as leading soldiers when such negotiations fail.

NOTABLE FERAL KNIGHTS

Many feral knights keep a low key as they rarely play a role in politics of courtly life. However, bards entertain courtiers of the Eastlands with tales of Lady Eliza the Fearless in her quest to rid the land of Wre'nach Mar Dane, a great green dragon; Sir Edmund the Stale Heart who broods within his sunken citadel in the Bog of Bones; and Ghar'vel the Mad, a minor orc lord of Hill Lands wishing to push human crusaders from the lands south.

FERAL KNIGHT ORGANIZATIONS

There are no specific organization comprised solely of feral knights. They are, first and foremost, loners. Nevertheless, many serve powerful feudal lords looking to expand their lands into the unknown and often grant knighthood should a feral knight tame those resource rich areas.

NPC REACTIONS

Other knights and lords respect only the station of knighthood when considering a feral knight. However, most believe chivalry and civil pageantry a part of being a knight. Therefore, most nobles treat feral knights below their station.

Most court ladies faint at the sight of impaled orc eyes and giant teeth that may adorn a feral knight's armor. While in the court of a barbaric chieftain, feral knights earn immediate respect often being offered an allegiance through an arranged marriage.

Many underestimate the determination and wisdom a feral knight possesses believing them as ignorant as the animals they keep company. Nobles also are convinced that feral knights have no use for politics and thus try to take advantage advancing their own interests over that of the boorish knights. Feral knights, however, are nobles themselves, and while they do not care for the subtleties of politics, there wisdom and directness often disrupts the best laid plans of noble machinations.

FERAL KNIGHT LORE

Characters possessing the bardic knowledge ability or ranks in Knowledge (nature) enables them to learn more about feral knights. With a successful check, read or paraphrase the following information.

DC 10: Feral knights live on the fringe of civilization relying on their wits and strength to guard their hereditary lands from hated foes. With their yellow, wolf-like eyes, they are very intimidating.

DC 15: Within the presence of their master, a feral knight's animal companion is stronger, quicker, and hardier, than normal. Usually, a feral knight fights better upon the land he lives.

DC 20: Most feral knights' combat prowess relies on the trophies they don. If you are able to destroy a trophy that bears a resemblance of your race, you will fair better in combat.

GAME-PLAY

Feral knights are spread throughout various regions and may take the form of numerous intelligent races. Players may encounter an orc feral knight serving as chieftain for a small tribe on the fringes of human lands. Alternatively, a player might be granted a parcel of land by a noble lord in the far reaches of the unknown.

This prestige class is a good choice for players

wishing further succumb to the wilds or further enhance previously garnered favored enemies. So long as the Game Master gives the opportunity for the feral knight to fight creatures he loathes, fight in the environs he chooses, and is able to scout ahead. Adventures may be centered around taking down a brutal barbaric chieftain, protecting peasants that farm on the edge of kingdoms, or exploring kingdoms that have fallen centuries before and are now consumed by the wilderness.

ADAPTION

Feral knights do not necessarily need to be alone and isolated. As mentioned before, they could lead less civilized tribes against human encroachment or wish to bring the downfall of civilization altogether. If they share a like cause, they may tend to travel in groups. Although, any such gathering would likely tend to be small and disband after a short period of time.

SAMPLE NPC

Dame Eliza the Fearless, Knight of the Third House of Winsel, lives in the shadow of Dray Wood. Her manor house, Woodan Hall, is unfinished and due to the lack of workers, it now is starting to crumble. Originally granted land from Lord Winsel of Blackburn, Dame Eliza spends her time hunting the great green dragon, Wre'nach Mar Dane and her offspring. Wre'nach brought plague and devastation to the lands of Woodan Hall driving workers and peasants away.

Dame Eliza the Dragon Slayer **CR 15**
Female human ranger 5/feral knight 10
CN Medium humanoid
Init +0 **Senses** Listen +12, Spot +2; low-light vision.
Languages Trade tongue (common)
Heraldry +4

AC 25, touch 11, flat-footed 25;
(+11 armor, +2 shield, +1 deflection, +1 natural armor)
hp 101 (15 HD); DR 4/— against dragons
Fort +17, **Ref** +13, **Will** +8

Speed 20 ft. (5 squares)
Melee *+1 dragon bane bastard sword* +17/+12/+7 (1d10+4/19-20) or
unarmed strike +19 (1d3+17/x2; against dragons only)
Ranged *+1 dragon bane composite longbow* +15/+10/+5 (1d8+4/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; Grp +15
Atk Options Power Attack, favored enemy dragons +10, favored enemy giants +8, favored enemy humanoid (gnoll) +6, favored enemy monstrous humanoid +4, favored enemy animals +2, wilderness warrior +4 (forest, hills, mountains)
Combat Gear *greater arrow of dragon slaying*, 2 *potions of cure moderate wounds*, 2 *potions of darkvision*
Ranger Spells Prepared (CL 5th; CL 9th against dragons):
2nd—*spike growth*[D] (DC 14), *wind wall*
1st—*alarm*[D], *entangle*[D] (DC 13)

Abilities Str 16, Dex 10, Con 15, Int 10, Wis 14, Cha 13
SQ animal companion, bestial companion, bestial empathy, feral eyes, link with companion, share spells, wild empathy +1 (-3 magical beasts)
Feats Blind-Fight, Diehard, Endurance[B], Exotic Weapon Proficiency (bastard sword), Great Fortitude, Improved Unarmed Strike[B], Power Attack, Self-Sufficient, Weapon Focus (bastard sword)
Skills Climb +7, Concentration +6, Craft +12, Handle Animal +11, Heal +6, Hide –2, Intimidate +4, Knowledge (arcana) +6, Knowledge (nature) +6, Listen +12, Move Silently +4, Search +4, Survival +12, Swim +12
Possessions combat gear plus *+3 full plate armor*, masterwork large steel shield, *+1 dragon bane bastard sword*, *+1 dragon bane composite longbow* (+3 Str bonus) with 20 arrows, *amulet of natural armor +1*, *cloak of resistance* +2, *gloves of Dexterity* +2, *periapt of Wisdom* +2, *ring of protection +1*, *ring of swimming*, ear trophy (dragon; Listen bonus), eye trophy (dragon; Spot bonus), spine trophy (dragon; damage reduction), skin trophy (dragon; armor bonus), hand trophy (dragon; Improved Unarmed Strike), scalp trophy (dragon; +4 effective caster level), bone trophy (dragon; attack bonus), teeth trophy (dragon; damage bonus); foot trophy (dragon; Move Silently bonus), head trophy (dragon; save bonus against spells or spell-like abilities), 102 gp

Heavy Warhorse Animal Companion **CR—**
N Large magical beast
Init +3 **Senses** Listen +5, Spot +4; low-light vision, scent.

AC 19, touch 10, flat-footed 14
hp 68 (8 HD)
Resist devotion, evasion
Fort +10, **Ref** +9, **Will** +3

Speed 50 ft. (10 squares)
Melee 2 hooves +12 (1d6+6) and

bite +7 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; Grp +12

Abilities Str 22, Dex 17, Con 19, Int 2, Wis 13, Cha 6
SQ 3 bonus tricks
Feats Endurance, Run
Skills Listen +7, Spot +6

The Mushroom Kingdom

By James Gabrielsen

The *Feudal Lords*™ *Campaign* setting returns fantasy to its mythological roots, tying the dwarves more closely to the real-world legends of the old Norse and ancient inhabitants of the British Isles. Drawing partly on the history and partly on the legends of these peoples, the Feudal Lords setting pays attention to the small details that give it an authentic flavor.

One such detail is the use of mushrooms. These fungi were used for food, brewing, tinder, medicine, and—in the case of mushrooms with psychedelic properties—religion. Use properly in a campaign, mushrooms can add subtle texture and flavor while at the same time giving players new options for their characters.

The following are two types of mushrooms found in the lands of Cthonia of the Feudal Lords setting (though they are easily transplanted to any setting with a temperate zone). The first is blood agaric, a red mushroom whose mind-altering effects can cause even the most timid adventurer to lose her fear and fight with fury and without concern for self. The second is lucidum, a corky brown mushroom prized among herbalists and healers for it's unmatched ability to soothe wounds and purify the body.

In addition to the Feudal Lords setting, both mushrooms are particularly useful in lower magic or more historical campaigns, giving players more options for both combat and healing when powerful magic is not readily available.

The entries for each mushroom are fairly straightforward: they describe the appearance and habitat of the mushroom (so characters can recognize the mushrooms when they seem them), their effects (so players know what the mushrooms do), availability (so the players know how to get the mushrooms), other uses the mushrooms might have (to give the players a better idea of how the mushrooms are used in the world), and how a DM might introduce the mushrooms to the players.

Blood Agaric

Appearance and Habitat
Blood agaric is a fairly common mushroom known for it's deep red coloring and powerful mind-altering effects. When fully grown, the mushrooms' caps usually measure around 4 or 5 inches in diameter and have white warts scattered across them, giving the fungus a distinctive, spotted look. The mushrooms usually range from 2 to 8 inches in height.

Blood agaric grows on the ground in various temperate wooded areas, particularly among birch, pine, spruce, and fir trees

Effects
Blood agaric has potent chemical effects on the brain of one who eats it. Its effects begin to manifest 1 hour after it is ingested. It's primary effects fade after 3 hours, though the eater may still experience mild hallucinations or restless euphoria for up to 10 hours after the original eating of the mushroom.

When a character consumes a single portion of blood agaric, she must make a Fortitude save (DC 15 + 2 for each portion of blood agaric eaten in the last 7

Table PGA-2: Blood Agaric – First Portion Failed Saving Throw Effects

d4	Effect
1	Character is nauseated for 2 hours
2	Character is dazed for 2 hours
3	Character becomes delirious, falls prone if not supported, and is considered helpless for 2 hours.
4	Character falls unconscious for 1 hour and cannot be roused by any non-magical means.

days). If the character fails the save, she roles 1d4 for a result from Table PGA-2 to determine what effect of the blood agaric.

If the character succeeds the save by less than 15, then she becomes restless 1 hour after consumption and remains this way for 2 more hours. One time during this period, she may enter into a rage at any time, as described on page 25 of the PHB, except that she only gains +2 to Strength and +2 to Constitution. Also, when the rage ends, the character becomes dazzled for 1d4 hours in addition to the normal aftereffects of a rage.

If she succeeds by more than 15, the blood agaric has no effect.

If a character consumes a second portion of blood agaric within 24 hours of the first, she must make a Fortitude save (DC 25 + 2 for each portion of blood agaric eaten in the last 7 days). If the character succeeds, she is dazzled for 24 hours. If she fails she takes 1d4 points of temporary Constitution damage and is nauseated for 24 hours.

Dwarves, who regularly use these mushrooms and are accustomed to their effects, are not as adversely affected by blood agaric as other races. They receive a +2 racial bonus to all saving throws regarding the effects of consuming blood agaric mushrooms.

Barbarians, already possessing the fury that blood agaric can induce, gain even greater effect. If a barbarian enters a rage induced by blood agaric, her rage occurs exactly as described in the on page 25 of the *Player's Handbook*, except that she gains and additional +2 to Strength and +2 to Constitution, for a total of +6 Strength and +6 Constitution. A rage such as this does count as one of the barbarian's total rages per day. All other effects of the blood agaric occur as normal.

Availability

Blood agaric is fairly common and can be found in any market (most likely at an herbalist shop or apothecary) in a temperate region. It commonly sells for 5gp per portion.

When in a temperate woodland, characters may search for blood agaric. Under normal circumstances, a character may find and harvest blood agaric with a Survival check (DC 20). If a character has at least 5 ranks in Knowledge (Nature), she gains a +2 synergy bonus to the check.

A single whole blood agaric mushroom contains two portions.

Other Uses

When boiled, blood agaric entirely loses it's psychedelic effects and may be used for food. A number of dwarven dishes feature blood agaric as a primary ingredient.

Also, dwarves are known to use blood agaric to brew some particularly strong spirits. The distillaton process generally eliminates blood agaric's effects, though some brewers sometimes try to get a batch of spirits with a little extra "kick."

How to Introduce Blood Agaric into a Campaign

- A well-known dwarven tavern may serve a famous mushroom dish featuring blood agaric. Sometimes the mushrooms turn out to be "undercooked."
- Experienced dwarven warriors may recommend blood agaric as a "cure for fear."
- While traveling in the wilderness, characters may simply happen upon a patch of blood agaric. It's distinctive appearance causes it to stand out, and though it's not always easy to find, it is common enough that the characters could randomly happen upon a patch. Any significance or effect that the blood agaric has is left to the players to find out.

Lucidum

Appearance and Habitat

Lucidum is a mostly flat, corky mushroom with a slightly bulbous, earthy red cap. When fully grown, it is most often 4 to 5 inches wide, but rarely reaches more than an inch or two off of the ground. It tends to blend in with the coloration of the trees that it grows around and the dirt that it is in, so it is often difficult to spot.

Though extremely rare, lucidum is most often found growing at the bases or stumps of deciduous trees, particularly maple trees.

Effects

Among herbalists and apothacaries, lucidum is especially prized for it's medicinal qualities.

When a character eats a portion of lucidum, he immediately gains an unnamed +2 bonus to all Fortitude saving throws versus poison for 24 hours.

If a character eats a portion of lucidum immediately after being infected by poison, he gains a +4 bonus to his Fortitude saving throw to avoid the secondary damage of that poison. This bonus does not stack with the bonus for having previously eaten lucidum.

If a character eats a portion of lucidum and is not exposed to poison, he heals double the normal

amount of hit points that he normally would have healed in the next 24 hours. Furthermore, if the character has any ability damage, he recovers 2 points in the next 24 hours rather than 1.

Availability

Lucidum is extremely rare, and thus it is expensive and often unavailable. If a city or town is not situated near a deciduous forest or has no herbalists—often, commoners with ranks in Knowledge(Nature) and Profession(Apothecary)—may not have any lucidum available for sale. Merchants in these locations would certainly charge up to double the normal cost if they do have lucidum available, as the mushroom would have to be imported in such a case. It commonly sells for 200gp.

When in a deciduous woodland, a character may make a Survival check (DC 35) to search for lucidum. If the character has at least 5 ranks in Knowledge(Nature), he gains a +2 synergy bonus to the check. If the forest is particularly thick with maple trees, he gains a +2 Circumstance bonus.

One fully grown specimen of lucidum contains one portion.

Other Uses

Because lucidum is so highly prized for its medicinal qualities (and because it tastes somewhat bitter), it is generally not used for cooking, even among those who could afford it. It is rarely used for anything other than healing purposes.

How to Introduce Lucidum into a Campaign

- Lucidum may be a necessary component for a spell or necessary for research of a particular spell.
- Lucidum may be the only known remedy for a particular illness, perhaps an illness that a close friend of the PCs has.
- Some unscrupulous merchant may realize that money can be made in the sale of false lucidum. False lucidum may simply be ineffective; it may be highly poisonous.
- PCs may be tipped off about lucidum before facing a poisonous foe.

Conclusion

These mushrooms shouldn't get too much attention—no one wants to play the Quest for the Fungi—but, used properly, they add subtle depth and extra functionality to a campaign. They are small details of the goals of the Feudal Lords setting, tying fantasy back to its roots in real-world history and legend. And, hopefully, they make the game more fun.

Battlefield

By Joshua Raynack

This supplement provides new rules that place the character into the thick of battle without the hassle for the Game Master of controlling hundreds of miniatures.

PREPARING FOR BATTLE

Running a battle, even a small one, requires a little preparation and slight adjustments to the existing rules to bring a seemingly chaotic atmosphere of mayhem and bloodshed to life.

Step One: Determine the Size of Opposing Forces

To determine the size of each force, use Table B-1: Force Size Modifiers below.

Step Two: Determine Allies

To determine the amount of allies each individual character has is 3 + the character's Charisma Modifier (minimum of one). Once that is resolved, add the appropriate ally modifier from Table B-1 (negative modifiers are not subtracted, but are instead added to the opposing force's ally number).

Step Three: Set Up the Battlemap

Use the six-inch by six-inch grid labeled "Battlemap" in the Appendix: Battlemaps. Print out one for each player. In turn, each is placed in front of the corresponding player with the "Starting Area" closest to them.

The player's character is responsible for this space. Have the player place their character anywhere in the box labeled "Starting Area." Likewise, place their corresponding ally markers anywhere in the first two rows closet to them. Any extras are placed in the Reserve Area.

Now, after that is done, you are ready to begin!

COMPONENTS OF A BATTLE

Besides the characters, there are several other components that make up a battle scenario: allies, principal enemies, and battlefield objectives.

Allies

Allies are representative of a number of things: the character's ability to influence others to follow them, defend them, and aid them in attacking the enemy. There are number of things that an ally can do:

- Prevent a loss of 5 hit points
- Used to flank an opponent
- Used to provide cover
- Add to a skill check modifier
- Add to a character Armor Class
- Add to or, unfortunately, subtract from a character's melee attack bonus

Prevent a Loss of 5 Hit Points: Anytime a character suffers damage, he or she can forgo 5 points of damage received by eliminating one ally.

Used to Flank an Opponent: You may position an ally to flank the principal enemy (see moving allies and principal enemies; detailed later).

Used to Provide Cover: You may position an ally so that it provides cover as per the rules in the *Player's Handbook*.

Ally Quality

The quality of allies determines how well they perform in combat. Unless otherwise noted, every ally are trained non-heroic NPCs. However, situations could arise where a character must rely on an untrained group of allies. Conversely, veteran allies and legendary allies are also available—for the right price, time, and training (how to acquire veteran or legendary allies are not discussed in this product since it does not meet the need as of yet; later prod-

STARTING POSITIONS
PC IS PART OF A MEDIUM ARMY (+0 ALLY MODIFIER) AND HAS A CHARISMA OF 15 (+2)
PC STARTS ANYWHERE IN THE BOLD SQUARE. ALLIES BEGIN IN THE FIRST TWO ROWS CLOSEST TO THE PLAYER
PC

Cartography by Joshua Raynack

Table B-1: Force Size Modifiers

Size	Ally Modifier	Size	Ally Modifier
Colossal (12,000 +)	+8	Small (300)	-1
Gargantuan (5,000)	+4	Tiny (200)	-2
Huge (2000)	+2	Diminutive (100)	-4
Large (1000)	+1	Fine (50)	-8
Medium (500)	+0		

ucts and adventures will discuss this properly. Until then consult the normal rules for attaining NPCs and discuss the matter with your GM). Table B-2: Ally Quality compares four different qualities of allies: untrained, trained, veteran, and legendary.

Skill Check Modifier: Apply this modifier to all skill checks made by an ally as well as adding to certain player character skills.

Bonus to Armor Class: The bonus provided by an ally applies to the player character's Armor Class and to opposed grapple checks.

Dexterity Modifier: The Dexterity modifier provided by an ally applies to the player character's initiative rolls and Dexterity.

Attack Bonus: The attack bonus provided by an ally applies to all melee attacks made by the character.

Once all allies are eradicated from a character's battlefield tile, these modifiers no longer apply. In addition, enemy principals receive a bonus of +4 circumstance modifier to melee attacks and damage rolls.

Commanding Allies

Commanding allies allows the characters to position them to flank principal enemies or provide cover. As a move action, a player may command 1 ally to move plus 1 for each Charisma modifier. Furthermore, characters can only command allies within a 10 foot radius of themselves. A character with the Leadership feat may command 2 additional allies and can command an ally regardless of range (including their companion's allies). Allies move at the rate of 5 feet per round (1 square). You also cannot command the same ally twice in the same round.

In addition, as a standard action, a player may command 1 ally to attack a principal enemy's ally in any adjacent square of the ally (but not the principal enemy). A character with the Leadership feat may command 2 additional allies. To attack an opposing ally, roll opposed Profession (solider) against the principal enemy add apply any skill check modifiers determined by ally quality. The highest roll wins and the opposing ally is removed.

Allies in Reserve

When there are so many allies that they cannot be placed in the starting squares, they are simply left in reserve. Reserve is in an area off of the battlefield tile. As soon as space opens up, they are able to be put on the tile anywhere in the first row of their respective starting positions.

Attacking Allies

Your character cannot attack or target a principal enemy's ally. All attack must be focused toward the principal enemy and vice versa.

Attacks of Opportunity

Should your character be in an adjacent square to an ally of a principal enemy, and vice versa, you are considered in a threaten area to the principal enemy for purposes of attacks of opportunity only.

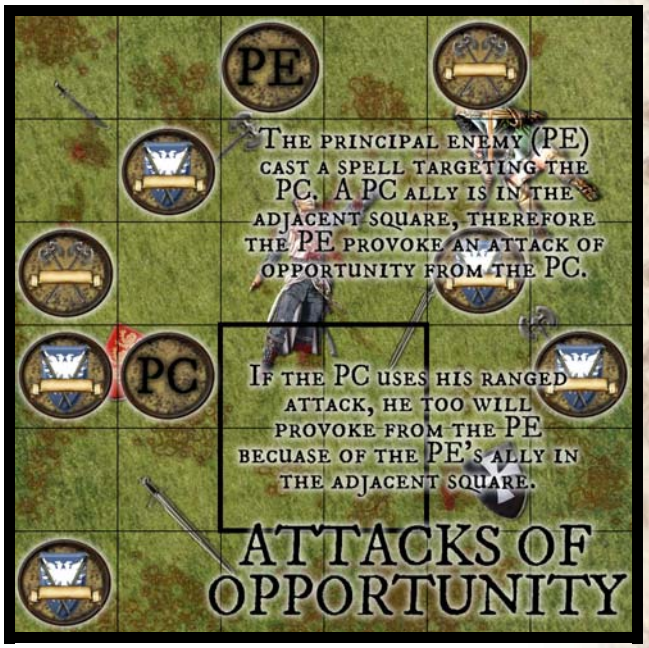
Principal Enemies

Principal enemies are simply major or minor NPCs that either represent a true threat, such as an objective, or a typical opponent that fills the rank and file of an opposing force. They, like the player charac-

Table B-2: Ally Quality

Ally Quality	Skill Check Modifier	Bonus to Armor Class	Dexterity Modifier	Attack Bonus
Untrained	+0	+1	+0	-4
Trained	+4	+3	+2	+2
Veteran	+8	+5	+4	+4
Legendary	+12	+7	+6	+8/+3

PE
PC
The principal enemy (PE) and his allies must start in the first row opposite of the PC. If all of the allies cannot fit in these starting squares, they are placed in reserve.
ENEMY STARTING POSITIONS


PE
PC
The principal enemy (PE) cast a spell targeting the PC. A PC ally is in the adjacent square, therefore the PE provoke an attack of opportunity from the PC.
If the PC uses his ranged attack, he too will provoke from the PE becuase of the PE's ally in the adjacent square.
ATTACKS OF OPPORTUNITY

ters, have allies and are able to utilize the same benefits.

Starting Positions of Principal Enemies and Allies

Principal enemies and their allies begin on the player character's battlefield tile in the first row opposite of the starting position of the character and his or her allies.

Attacking Principal Enemies

Your character moves on the battlefield tile much like normal combat. Since they are restricted from attacking allies, they must direct their attack to the principal enemy. Treat allies of principal enemies as you would any other NPC (save that you cannot attack or target them with a spell) such as moving through their space and the like.

Death of Principal Enemies

Should your character kill, render unconscious, or perform some other dastardly deed to the principal enemy, remove all of their remaining allies as well.

Battlefield Objectives

During the course of a battle, characters might spy prime battlefield objectives or be commanded toward them. When this occurs, the Game Master receives his or her own battlefield tile that the characters must fight toward. Once they have done so, normal combat ensues, as discussed in the *Player's Handbook*.

In addition to the enemy, moving through a battlefield in order to reach an objective is quite difficult and takes time. The bigger the opposing force and lower ally quality you possess, it takes longer to reach the adjective. Consult Table B-3: Approaching Objective Times to determine the length of time is required to approach a battlefield objective.

Usually a battlefield objective might have a principal enemy as well (the commander, captain of engineers for siege equipment, and so on). In addition, they too will have allies that they can use to transfer to characters' battlefield tiles to slow them toward the objective. Once a character's battlefield tile is clear of the principal enemy, their allies, and the time toward an objective is out, characters reach the objective and begin a normal encounter.

Table B-3: Approaching Objective Times

Size of Opposing Force	Untrained Allies	Trained Allies[1]
Small or smaller	1d3 rounds	Move action
Medium	1d6 rounds	Full-round action
Large	2d6 rounds	1d4 rounds
Huge	3d6 rounds	2d4 rounds
Gargantuan	4d6 rounds	3d4 rounds
Colossal	5d6 rounds	4d4 rounds

[1] Includes veteran and legendary allies.

Cartography by Joshua Raynack

INTERACTING WITH OTHER TILES

Player characters and principal enemies can affect other tiles other than their own. They can cast beneficial or harmful spells, fire a ranged weapon, transfer allies, and so forth, in order to aid friends or hinder enemies.

Interacting with a Friendly Tile

You may interact with another character's tile that is friendly toward you (on the same side). It is easier to picture this abstract concept of battlefield tiles as nothing but one massive, swirling melee, where characters are assumed to be moving in and out of areas that also contain their adventuring companions. The actions your character can perform is very similar to that of a normal combat encounter.

Cast a Spell: You may cast a spell in another player character's battlefield tile. If it has a target, the target has to be either be the other player character or the principal enemy. Range is inconsequential, except for the range of touch.

Touch spells can be cast as normal, but can only target *your* principal enemy. However, any results from a successfully cast touch spell are instead applied to the principal enemy of the friendly battlefield tile you target. If you don't have a principal enemy in your battlefield tile, you cast the spell as normal, but are *always* considered to provoke an attack of opportunity (essentially, your character is moving into another's tile and then moving back into their space. However, your character doesn't actually move into the tile).

A spell that has an area of effect must include either the principal enemy or the player character. If it is a damaging area of effect spell (like *fireball*), damage taken by either the player character or principal enemy *must* be first taken from the allies. For example, if a *fireball* hits a player character and does 30 points of damage, 6 allies are killed and removed from the battlefield tile. If there is not enough allies to soak the damage, the player character takes the remaining amount.

Fire a Ranged Weapon: You may fire a ranged weapon into a friendly battlefield tile that targets the principal enemy. Like spells, range is inconsequential. In addition, there is a special maneuver you may do with your allies.

Fire a Volley of Arrows: Your character may, with aid of allies, fire a volley of arrows into a friendly battlefield tile. You also gain a bonus or penalty to your ranged attack depending on the quality of your allies (see table B-2 under "Attack Bonus").

The target, once again, must be the principal enemy. However, if the principal enemy is hit, he or she *must* take the damage first from their allies. Any leftover damage (i.e. the allies have been wiped out) is then applied to the principal enemy.

Melee Attack: Melee attacks are worked out as normal, but target your principal enemy. Any results from a successfully melee attack however, are instead applied to the principal enemy of the friendly battlefield tile you target. If you don't have a principal enemy in your battlefield tile, you attack as normal, but are *always* considered to provoke an attack of opportunity (essentially, your character is moving into another's tile and then moving back into their space. However, your character doesn't actually move into the tile).

Send Allies: You may send over some of your allies, if you are in the position to command them. They are in turn, removed from the board and placed in the reserve of a friendly battlefield tile. On that player character's initiative, they are placed in the starting area if there is room as normal.

Illustration by N.C. Wyeth

Mixing Ally Quality Types: An occasion may arise that when one player character will send veteran allies to a player character who has trained allies. Apply the bonuses or penalties of troop quality to the player character according the majority of the troop quality on a particular battlefield tile. So if a character sends one veteran ally to another character surrounded by six trained allies, then use the trained quality bonuses or penalties.

However, to differentiate the quality of an ally, add an additional 5 hit points per step above the majority of allies that that particular ally can soak in damage for the player character. Thus, using the scenario above, the bonuses to the player character remains the same but that one veteran ally can now soak 10 damage if removed, 15 if the one ally was legendary.

Note: This does not work backwards. The hit points that an ally can soak does not increase if you have a minority of lesser trained allies on the same battlefield tile.

Command Allies: You may command other player character's allies on their battlefield tile as normal, but only if you have the Leadership feat. For example, Lord Holis Goodwin has the Leadership feat and, with his dashing good looks and charm, he can command up to 6 allies. In addition, there are four other friendly battlefield tiles in play. He may divide up his six orders in any combination to command six allies in either his or the other four friendly battlefield tiles.

Interacting with a Battlefield Objective Tile

You may also interact with a battlefield objective tile and vice versa similarly when interacting with a friendly tile, save for what is outlined below.

Spells: Count each round that is left in approaching the objective as 40 feet for purposes of spells with range. Touch spells cannot be applied to the principal enemy of a battlefield objective tile until the character actually reaches the battlefield objective and combat is started normally.

Ranged Attacks: Count each round that is left in approaching the objective as 40 feet for purposes of ranged attacks.

Melee Attacks: Melee attacks cannot be applied to the principal enemy of a battlefield objective tile until the character actually reaches the battlefield objective and combat is started normally.

Send Allies: A principal enemy from a battlefield objective tile can send allies to player character tiles as normal. However, if a player character tile does not have a principal enemy, then the first ally sent becomes a principal enemy on that player character's battlefield tile and has the same statistics has a normal troop of that army. Additional allies sent follow the normal ally rules.

Table B-4: Level of Quality of Followers

Level of Follower	Ally Quality	Equivalent
1st	Trained	1 Trained Allies
2nd	Veteran	10 Trained Allies
3rd	Veteran +1[1]	30 Trained Allies
4th	Veteran +2[1]	40 Trained Allies
5th	Veteran +3[1]	50 Trained Allies
6th	Legendary	60 Trained Allies

[1] This bonus applies to skill check modifier and attack bonus only.

LEADERSHIP FEAT AND ALLIES

We have already discussed some of the benefits of the Leadership feat in relevance to commanding allies. Now we will talk about the number of allies and their quality a character has access to with the Leadership feat.

The rule of thumb is relatively simple: the amount of allies you have access to is the same amount of followers you have as determined in the *Dungeon Master's Guide.* The quality of each ally is according to the level of the follower (see Table B-4: Level of Quality of Followers). For instance, Lord Holis has a Leadership score of 13. Therefore, he has 10 trained allies and 1 veteran ally.

Furthermore, you may upgrade the quality of your ally by trading in the equivalent amount in trained allies as indicated in the chart above. So, Lord Holis can instead have 2 veteran allies as he moves into battle. These are in addition to the allies he normally receives should his followers be present.

Clear Contact Paper Will Help Preserve Your Markers. Use the Space Provided in the Parchment Area to Mark Whether a Troop is Trained, Untrained, Etc.

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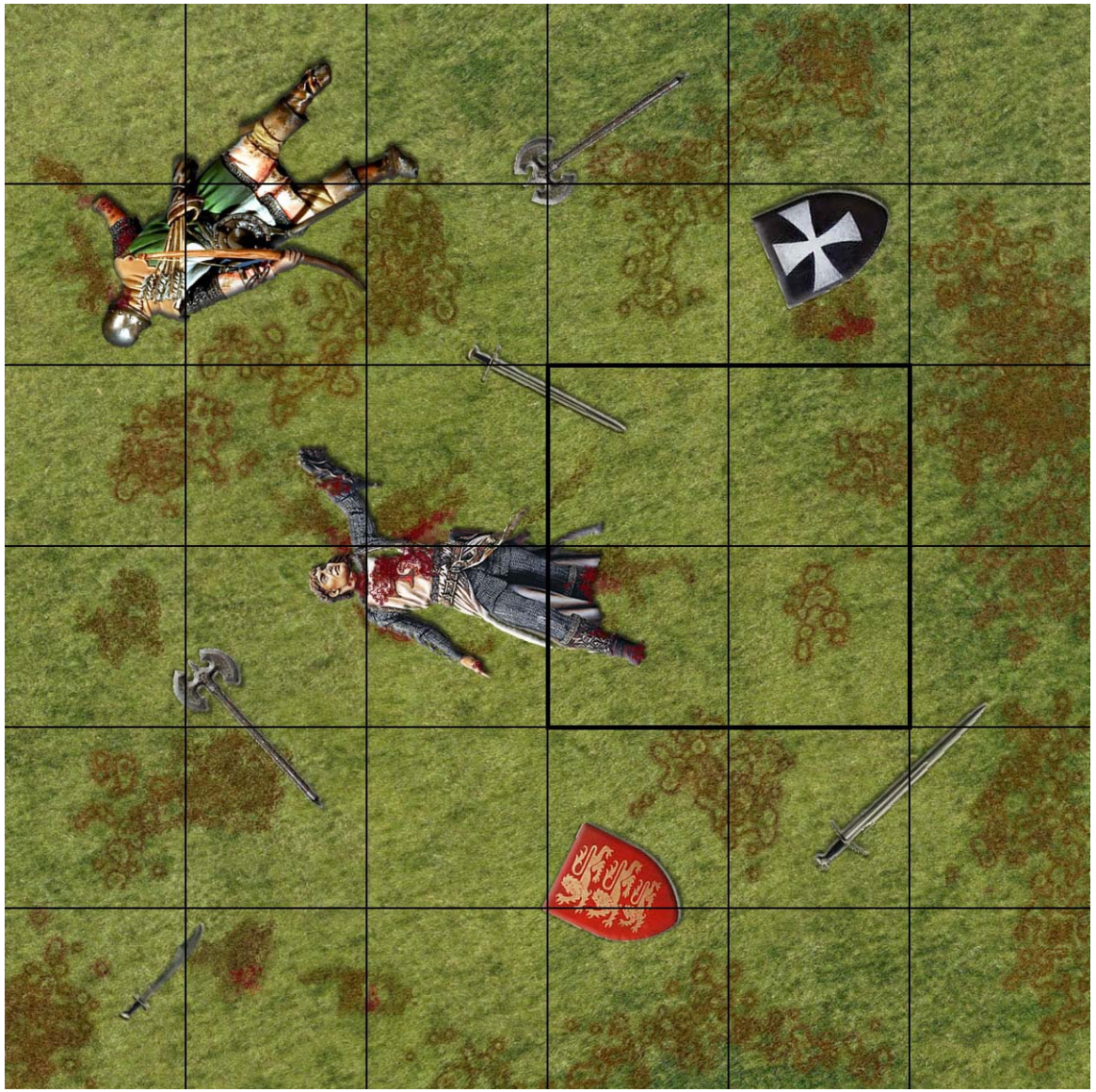
Cartography by Joshua Raynack

Clear Contact Paper Will Help Preserve Your Tile. Make Sure Your Print to Fit Option is Off.



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Cartography by Joshua Raynack

Clerics and Priests

By Joshua Raynack

In the *Feudal Lords*™ *Campaign Setting*, clerics fit a narrow role since the majority of human civilizations worship within a unified church. Therefore, such clerics spend less time promoting the deeds of a particular saint to gain devote worshippers, but rather overseeing that others less pious stay on the path of righteousness.

Of course, when adventuring outside civilizations, many clerics do try to convert pagans from their sinful and polytheistic ways.

A *Feudal Lords* cleric has all the standard class features as normal except as noted below.

Piety and Spells: In addition to normal spell preparation, a *Feudal Lords* cleric must also adhere to further restrictions. To cast a spell, a cleric must also have a Piety score equal to at least 10 + the spell level (Piety score 10 for 0-level spells, Piety score 11 for 1st-level spells, and so forth). A cleric's Piety score is equal to 10 + the cleric's Piety bonus.

If the cleric does not have the minimum Piety score to cast a spell, he or she may still prepare the spell as normal. However, to cast that spell, he or she must first make a Piety check. A Piety check is d20 + the cleric's Piety bonus. The Difficulty Class is equal to 10 + the spell level. If successful, the cleric is able to cast that particular spell.

Note: Spells on a chosen saint's or deity's domain spell list are not subject to this restriction.

Spontaneous Casting: A *Feudal Lords* cleric no longer spontaneously casts *cure* or *inflict* spells.

Cure Spells: All *cure* spells are removed from the cleric spell list. No cleric has access to *cure* spells except through their domain spell list.

Table 1-1: Feudal Lords Cleric

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Piety Bonus	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	+1	Turn or rebuke undead	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	+1	Divine boon (1 ability)	4	2+1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	+1		4	2+1	1+1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	+1	Bonus feat	5	3+1	2+1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	+2	Divine boon (2 abilities)	5	3+1	2+1	1+1	—	—	—	—	—	—
6th	+4	+5	+2	+5	+2		5	3+1	3+1	2+1	—	—	—	—	—	—
7th	+5	+5	+2	+5	+2		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	+2		6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	+6/+1	+6	+3	+6	+3		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	+7/+2	+7	+3	+7	+3	Divine boon (3 abilities)	6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	+8/+3	+7	+3	+7	+3	Bonus feat	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	+9/+4	+8	+4	+8	+3		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	+9/+4	+8	+4	+8	+4		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—	—
14th	+10/+5	+9	+4	+9	+4		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15th	+11/+6/+1	+9	+5	+9	+4	Divine boon (4 abilities)	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
16th	+12/+7/+2	+10	+5	+10	+4		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17th	+12/+7/+2	+10	+5	+10	+5		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+11	+6	+11	+5	Bonus feat	6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11	+5		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1
20th	+15/+10/+5	+12	+6	+12	+5	Divine boon (5 abilities)	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

Divine Boon (Su): Beginning at 2nd level, a cleric is susceptible in receiving divine boons from a patron saint or deity. Each day, after preparing spells, a cleric may choose one ability from the following list. The ability remains in effect until the cleric prepares spells the following day.

Furthermore, as an immediate action, a cleric may pass a divine boon to another character with the same religious alliance. When a cleric passes a divine boon to another character, the cleric loses its benefit. The divine boons used in this manner, remains in effect until the cleric prepares spells the following day.

As a cleric attains higher levels, he or she may choose additional selections from the list below. If a cleric chooses the same ability, its effects stack.

Divine Boon Abilities
+5 hit points
Energy resistance 5 (acid, cold, electricity, fire, or sonic)
+1 divine bonus on saving throws
Damage reduction 1/—
+1 divine bonus to Armor Class
+1 divine bonus to attack rolls
+1 divine bonus to damage rolls
+2 divine bonus to initiative checks

Bonus Feats: Beginning at 4th level (as well as 11th and 18th) the *Feudal Lords* cleric gains a bonus feat from the following list: Pious or any divine feat of their choice. These feats are in addition to those gain through normal advancement and the cleric must still meet any prerequisites for any bonus feat they choose.

New Feats

PIOUS [GENERAL]
Your are completely devoted to your faith and serve unwaveringly.
Prerequisite: Alliance Bonus +2 (chosen faith).
Benefit: Your Piety bonus increases by +2.
Special: You may select this feat more than once.

PIOUS SPELL [METAMAGIC]
You can cast spells that are harder to resist.
Prerequisite: Alliance Bonus +2 (chosen faith), Pious, any other metamagic feat.
Benefit: Add your Piety bonus to the DC of the pious spell. A pious spell uses up a spell slot three levels higher than the spell's actual level.

PIOUS SPELLCASTER [DIVINE]
Your are completely devote to your faith and serve unwaveringly.
Prerequisite: Ability to turn or rebuke undead, Alliance Bonus +2 (chosen faith).
Benefit: You may spend a turn or rebuke attempt to add your Piety bonus to the DC of the next spell you cast.

Halloween Raids the Gaming Table

By Joshua Raynack

Well, it's almost that time of year when live action players don prized character outfits to parade about in public. You know—that time of year when candy rejected by neighborhood kids sits in the center of the game table the following week. Halloween is coming and once again the stores are stocking goodies that may not fill your stomach full of sweetness but will add to your game table nevertheless.

Many craft stores stock Halloween decorations that can aid in visualization whether it is fighting a vampire and his ghouls in a cemetery or bashing giant skeletons. Best of all—everything is inexpensive with a high quality of return for your gold piece! We visited many local stores to see what we could find and here are the tidbits we collected.

1 Tombstones: How could I resist? Every Game Master worth his weight in adventures needs a few tombstones lying round. Cemeteries are quintessentially as cliché as a tavern. So why not have an encounter in a graveyard this October?

Gold Piece Value: Pack of 5; $1.99.

2 Gargoyles: Are they gargoyles or are they *gargoyles*? You will have your players guessing when they enter a mausoleum and you slap these bad boys down on the table. These have a slew of uses—guarding the entrance to an underground layer, animated statues, backdrops for cathedrals as well as cemeteries, and didn't I mention gargoyles already.

Gold Piece Value: Pack of 5; $1.99.

3 Statue: This resin statue can easily represent a famous town martyr in a market square or fulfill a frightening prophecy with its inscribed command: *"Rise all ye dead."* Perhaps she is a stone golem perched upon a secret entrance into a lower dungeon level.

Gold Piece Value: 1 statue; $2.99.

4 Skeleton Garland: What else would give a moments pause to a group's trek through a catacomb then seeing giant skeletal remains? Is it going to animate? Is whatever that killed that still in this dungeon? Are we treading on some ancient giant burial ground?

These skeletons are somewhat flexible and with a little superglue plus a large miniature base—viola, the giant skeleton rises to put a beat down on the characters.

Gold Piece Value: 8 giant skeletons; $3.99.

So what are you waiting for? These goodies and more are waiting just around the corner. Surprise your players tonight or save these for a special Halloween game session.

Saints

By Joshua Raynack

In the *Feudal Lord™ Campaign Setting*, most humans worship a collection of saints under one church, *The Eternal Spirit of Man*. Though each priest is dedicated to the church and its doctrine as a whole, they each serve a particular saint.

Each saint represents a notion of individuality and strong spirit a mortal human can achieve within a lifetime. Older saints were actually worshiped as gods by ancient civilizations, such as the Eygus, Grece, and Romus empires. However, as the *Spirit of Man* religious movement grew and took shape, they changed the status of the old gods to saints to ease conversion among polytheistic believers.

Though saints form a central part of the theology of the Feudal Lords™ Campaign Setting, it is easily portable to other settings. In a polytheistic campaign world, feel free to have priests worship saints that best represent a major deity. These once mortal-men and women may have achieved sainthood by sacrificing themselves for the deity in question, and, as such, they became intermediaries between men and the god.

In this issue, we look at St. Bastion.

St. Bastion

Patron of Archers
Saint
Symbol: Broken arrow
Alignment: Chaotic good
Worshipers: Barbarians, rangers, archers, soldiers, athletes
Cleric Alignments: CG, LG, NG
Domains: Strength, Chaos, Luck, St. Bastion
Favored Weapon: Longbow and shortbow

A soldier and later captain of the Praetorious Guard of the late Romus Empire, St. Bastion was an early convert to the *Eternal Spirit of Man*. As the Romus army traveled and conquered the barbaric tribes of the north, St. Bastion made many prominent chieftain converts as well. When discovered that St. Bastion converted these chieftains along with many Romus soldiers to his faith rather than the Romus pantheon, he was shot with arrows and left for dead.

Hienna, daughter of a converted chieftain, discovered St. Bastion and nursed him back to health. With his renewed strength, the saint challenged the Romus General that ordered his execution. With a number of newly converted chieftains, he pushed back a portion of the Romus army from the Wildlands.

Martyrdom

After negotiating peace between united barbaric tribes and the invading Romus force, St. Bastion

Illustrated by Joshua Raynack

New Feats

PATRON SAINT [GENERAL]
You were born under a particular star sign of a saint or you have chosen a specific saint to serve and worship.
Prerequisite: Piety bonus +3 Alliance Bonus +2 (chosen saint).
Benefit: Your Piety bonus increases by +1. Furthermore, you gain the Patron Saint ability described under your chosen saint's domain.

traveled to the then Romus capital of Argos to preach the faith to Emperor Dios. The emperor ordered Bastion clubbed to death as punishment for his initial defiance.

Star Sign

St. Bastion's star sign depicts a bound man riddled with arrows. It is easy to find in the Terrian sky by searching for the Three Sisters: three stars that make up St. Bastion's two elbows and waist.

Dogma

Physical endurance and energetically defending the faith is what St. Bastion holds most dear. His teachings praise a strong body to endure over the many weaker pagan faiths.

As a Romus solider, St. Bastion enabled himself to defend confessors and martyrs of the faith without drawing much attention. It is with this attitude, one finds many soldier converts within oppressive Darcadia, a nation between Cthonia and the Hill Lands.

Clergy

Clerics who accept St. Bastion as their patron are expected to actively convert peoples of uncivilized lands. They are also to defend those weaker than themselves from tyranny. They are often found training those that need help defending precarious territories and pilgrims treading into the Hill Lands. Of course, this only applies to those that accept church doctrine.

St. Bastion Domain [Saint]

Clerics of St. Bastion must choose this domain as one of their chosen domains. A cleric may not have more than one Saint Domain.

Granted Power: The character is immune to critical hits from arrows shot from a longbow and shortbow.

Patron Saint: Once per round, when normally hit by an arrow from a longbow or shortbow, you automatically deflect so that you suffer no damage. You can only deflect arrows from creatures up to one size larger than yourself.

St. Bastion Domain Spells

1 *Courage*
2 *Heroism*
3 *Arrow of St. Bastion*
4 *Arrows of vengeance*
5 *Heroism, greater*
6 *Bull's strength, mass*
7 *Bravery*
8 *St. Bastion's Sight*
9 *Aspect of the saint*

St. Chauce

Patron of Arts and Love
Saint
Symbol: Quill
Alignment: Chaotic neutral
Worshipers: Artists, bards, lovers, rogues
Cleric Alignments: CE, CG, CN
Domains: Charm, Chaos, Luck, Trickery
Favored Weapon: Dagger

Most church scholars do not recognize Chauce as a saint and as such has never been officially recognized by the Popa. Only those missionaries in the Hill Lands and near the Southern Fringes give official saintly status to Chauce. Nevertheless, many bards, artists, and secret courts of love celebrate in his name and offer much dedication to the saint in the form of poem, wine, and song.

There are also volumes of histories dedicated to his life. However, so much has changed over the years, St. Chauce has become more mythical than man. Early Romus doctrine contends that he was once a high priest of Aphrodite while others believe he was the greatest lover-thief the world has known.

Whatever the truth, St. Chauce is recorded having many hats: statesman, rogue, poet, lover of barbarian queens, and the like. Needless to say, many goblets of wine are consumed in his name.

Star Sign

St. Chauce's star sign depicts a sitting man playing a lyre. The star Borious serves as the focal point in the Terrian sky when searching for this constellation.

Dogma

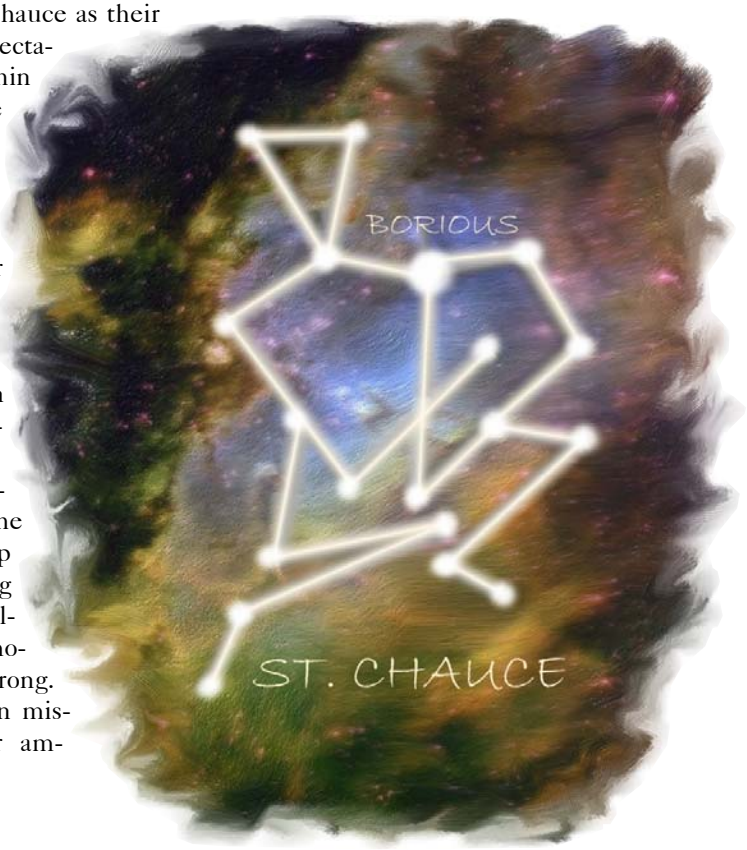
Passion in all forms and for all things is what worshippers feel what St. Chauce best represents. Most who pay tribute to St. Chauce believe to act or succumb to impulse rather than logical reasoning.

Although it is hard to pinpoint a certain dogma that is universal among all followers of St. Chauce, there is one statement which most agree: survival is met out through sheer wit and luck.

Clergy

Clerics who accept St. Chauce as their patron have no solid expectations of them. Most within the influence of the Church of the Eternal Spirit hide their true dedication to the saint. Although the church usually looks the other way when a drunkard raises his goblet to St. Chauce, they see those that put true faith in such a character as borderline heresy.

Those priests outside the influence of the church openly worship St. Chauce encouraging their congregation to follow their heart and emotions no matter how strong. Such teachings are often misconstrued due to their ambiguous nature.



Patron Saint

St. Chauce does not have a specific domain dedicated to themselves as most other saints. However, true followers that devote their worship for the saint do receive a divine blessing.

Patron Saint: You may use a passionate touch once per day. Your passionate touch is a supernatural ability that produces a compulsion effect. You must succeed on a melee touch attack against a living creature. When you touch, roll 1d6 per character level you possess. If the total at least equals the creature's current hit points, it either increases or decrease the attitude of the creature by one step (see Influencing NPC Attitudes under the Diplomacy skill in the *Player's Handbook*). Creatures effected receive no saving throw.

Clerics who select St. Chauce as their patron saint rolls 1d8 per character level rather than 1d6 as normal.

Illustrated by Joshua Raynack

SPELLS OF THE MONTH

By Joshua Raynack

This month we have a number of spells that correspond with domains of patron saints as well as a few twists on some old spells.

Remember, each spell produced here is sanctioned for use in our *Feudal Lords™ Campaign Setting.* So until next time, enjoy!

Arrow of St. Bastion
Divination
Level: St. Bastion 3, Rgr 4
Components: V, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: See text

You gain temporary, intuitive insight into the immediate future during your next ranged attack. Your next single ranged attack roll (if it is made before the end of the next round) made with a deity's or patron saint's favored weapon gains a +20 insight bonus.

If successful, it is considered a critical hit. In addition to normal damage, a successful attack also deals 1d6 damage per two levels of the caster. This extra damage is not multiplied when determining the damage of a critical hit.

Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Aspect of the Saint
Transmutation [Good]
Level: All Saint Domains 9
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

By means of this spell, a caster becomes an aspect of his or her patron saint. The caster gains the following benefits:

- Gains an insight bonus to AC equal to the caster's Wisdom modifier.

Special Attacks:

- All save DCs of all of the caster's special attacks, including spells, spell-like, extraordinary, and supernatural abilities, increase by +2.
- All caster's attacks wielded with a patron saint's favored weapon deals an additional 1d6 of divine damage against evil creatures and 1d8 points against evil outsiders and undead.

Special Qualities:

- Any evil creature striking the caster with a natural weapon recieves divine damage as if hit by the caster's attack.
- The caster gain damage reduction of 10/evil.
- The caster recieves fast healing equal to half their caster level. If the caster already has the fast healing ability, use whichever value is better.
- The caster is immune to acid, cold, electricity, and petrification attacks. Furthermore, the caster gains resistance to fire 10.
- The caster gains both low-light and 60-foot darkvision.
- The caster is surround by a 20-foot aura that acts as a *magic circle against evil* and as a *lesser globe of invulnerbility*. Both effects act as though cast by the caster.
- +4 divine bonus of Fortitude saves against poison.
- The caster is also affected by the *tongues* spell as if cast by the caster.

For the duration of the spell, each of these abilities are considered supernatural.

Bear's Endurance, Echo
Transmutation
Level: Sor 3

As *bear's endurance*, except after the duration of the spell, you gain a +1 enhancement bonus to Constitution for 1 hour per caster level.

Bear's Endurance, Foresight
Transmutation
Level: Wiz 3

As *bear's endurance*, except while this spell is prepared and maintains a spell slot, you gain a +1 enhancement bonus to Constitution.

Bravery
Abjuration
Level: Clr 7, St. Bastion 7
Components: V, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./per two levels)
Target: One creature
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This functions as *courage*, except this spell grants a +2 bonus to AC and +35 hit points.

Bull's Strength, Echo
Transmutation
Level: Sor 3

As *bull's strength*, except after the duration of the spell, you gain a +1 enhancement bonus to Strength for 1 hour per caster level.

Bull's Strength, Foresight
Transmutation
Level: Sor 3

As *bull's strength*, except while this spell is prepared and maintains a spell slot, you gain a +1 enhancement bonus to Strength.

Cat's Grace, Echo
Transmutation
Level: Sor 3

As *cat's grace*, except after the duration of the spell, you gain a +1 enhancement bonus to Dexterity for 1 hour per caster level.

Cat's Grace, Foresight
Transmutation
Level: Sor 3

As *cat's grace*, except while this spell is prepared and maintains a spell slot, you gain a +1 enhancement bonus to Dexterity.

Courage
Abjuration
Level: Clr 1, Pal 1, St. Bastion 1
Components: V, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./per two levels)
Target: One creature
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell grants the target a +1 divine bonus to Armor Class and a divine bonus of +3 temporary hit points.

Shield, Echo
Abjuration [Force]
Level: Sor 2

As *shield*, except after the duration of the spell, you gain a +1 armor bonus to Armor Class for 1 hour per caster level.

Shield, Foresight
Abjuration
Level: Wiz 2

As *shield*, except while this spell is prepared and maintains a spell slot, you gain a +1 armor bonus to Armor Class.

Spider Climb, Echo
Transmutation
Level: Sor 3

As *spider climb*, except after the duration of the spell, you gain a climb speed of 5 feet as per the *spider climb* spell for 1 hour per caster level.

Spider Climb, Foresight
Transmutation
Level: Sor 3

As *spider climb*, except while this spell is prepared and maintains a spell slot, you gain a climb speed of 5 feet as per the *spider climb* spell.

St. Bastion's Sight
Transmutation [Good]
Level: Clr 8, St. Bastion 8
Components: V, DF
Casting Time: 1 free action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

First, the caster benefits from *true seeing* for the duration of this spell.

Secondly, ranged weapon attacks and spells with Close, Medium, or Long ranges, are instead extended to reach any single creature that the caster can see.

True Strike, Echo
Divination
Level: Sor 2

As *true strike*, except after the duration of the spell, you gain a +1 insight bonus to attack rolls for 1 hour per caster level.

True Strike, Foresight
Divination
Level: Wiz 2

As *true strike*, except while this spell is prepared and maintains a spell slot, you gain a +1 insight bonus to attack rolls.

Web, Spliced
Conjuration/Transmutation (Creation)
Level: Sor 3/Wiz 3

As *web*, except as soon as you cast this spell, you may cast *spider climb* as an immediate action. Furthermore, the recipient of *spider climb* can move across the web and ignore its effects conjured from this spell.

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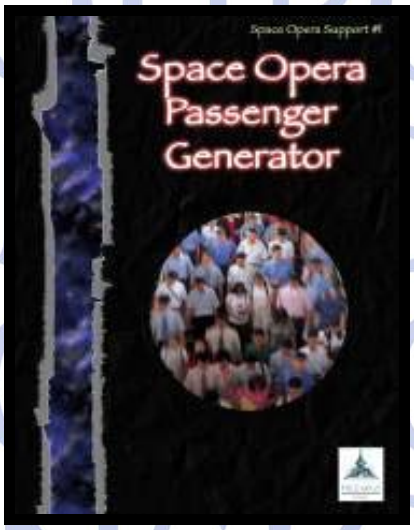

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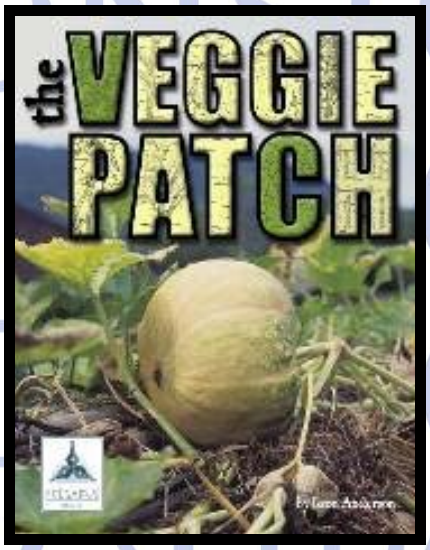

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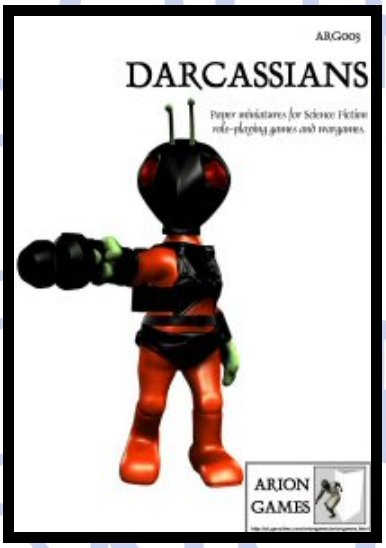

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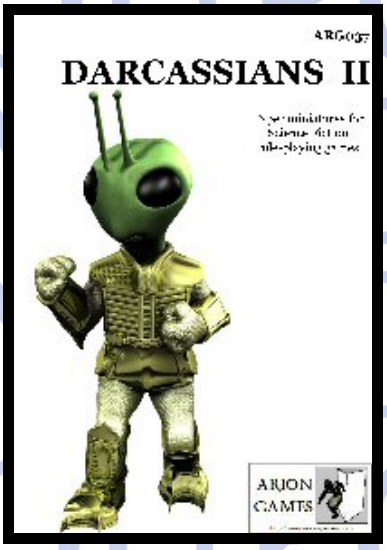

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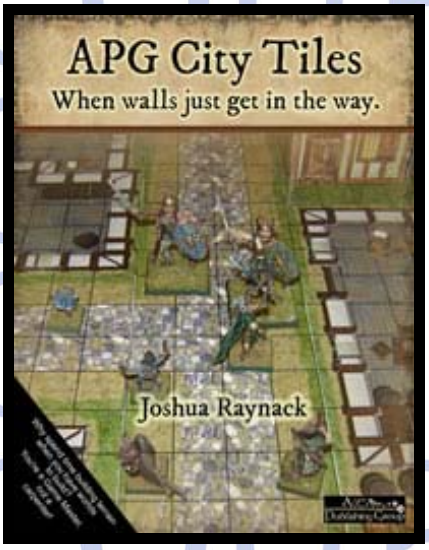

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